ELSEWHEN

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Exploring Mysteries of Time and Space

Featuring:

A Dictionary of Fairies, Elves and Monsters (Part One)

ELSEWHEN

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EDITOR'S NOTE: The articles and views in this issue of Elsewhen, unless otherwise stated, are those of the author and are not necessarily those endorsed by the Editor or the Temporal Anomaly Research Association.

This Issue of ELSEWHEN
Is Dedicated to the Memory of

RONTU ARU

A Faithful Friend and Companion for 18 Years.
"Truly A Man's Best Friend."

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Message from the Editor

Tempori parendum -- One must move with the times

Welcome to the fourth issue of *Elsewhen*! It's hard to believe it's already summer. Where has the time gone? Seems like only yesterday that it was the beginning of a new year and new decade. Yet that is the way of Time -- always on the move. And with the passage of time, some changes must come. Therefore, I've decided to spread some of my duties amongst the major members of T.A.R.A. I'm not sure what direction these changes will take and how much I will delegate, but I think it will bring some fresh ideas to this newsletter.

This issue contains the first part of my major research project on fairies, elves, their relatives, and assorted monsters. This dictionary took me more than six months to compile from a large variety of sources. I used books, encyclopedias and foreign language dictionaries, as well as interviews with a handful of interesting immigrants. As always with terms and words from foreign languages, there are many alternative spellings and/or definitions. Please excuse any errors that I may have made. I am presenting it here mostly for entertainment and not as a definitive resource. Additions to this dictionary will be greatly appreciated, as I intend to put out a more authoritative version (in booklet form) in the future. I am especially interested in Native American and Asian entries.

Also in this issue is the first installment in our semi-regular column, *The UFO Observer*. The sighting recounted here was made in New Jersey in 1966. It is fascinating and includes great detail. Mr. Paulus was kind enough to share his story with us.

Other items in this issue include an article on synchronicity, several interesting letters to the editor, my second book review, a unique article on comets, and another installment of *Visit to the Cryptozoo*.

I hope you enjoy this issue!

Mark Gardner

THE UFO OBSERVER

by Charles Paulus

My wife and I first encountered this strange aircraft, Sunday, Oct. 30, 1966, at 1:30 AM-EDT, while traveling west, in our 1966 Chev. Station Wagon, when, at the intersection of Rt 38 and Coles Ave., traffic circle with a traffic light in the center to control traffic going east and west. We stopped to wait the green light, as we proceeded after the light changed, going from 0 to about 45 MPH, the complete area became daylight. We slowed down thinking the headlights on our car had become dim and switched to high beam and this seemed to make no difference. We stopped in the middle of the road (Rt 38), as there was no one on the highway, as I looked up through my window as best I could, as the window was up due to the cold weather, and saw this very large dirigible shaped aircraft hovering to my left at treetop height, facing or heading west. I wound down my window and climbed halfway out, and looked directly up at the starboard side of the ship, which had a row of very large "AMBER" colored windows, whose surface was diffused, as if the surface was sandblasted to give a degree of opacity. They were approximately 20 feet wide, and 30 feet high, running the entire length of the starboard side of the airship.

The ship then yawed slightly and slipped sideways, which was a controlled maneuver, going north from south at tree height with absolutely NO NOISE, which passed directly over the car. At this moment I had taken a seated position on the window sill, with my arms upon the roof of the car, and looked up right into the brilliant white as it hung motionless for a split second. These lights are very large round electric arc or quartz type lights, there are two of them, one on each side of the centerline, recessed into the bottom of the craft. We estimate these lights to be about 10 feet in diameter, each. We feel these lights are part of the propulsion and exhaust system, which could be used in conjunction as landing lights, or as a metering device to control altitude and the attitude of the dirigible. These lights appeared to resemble a spinning internal mechanism, which sparked and emitted, what appeared blue smoke, or vapor, as do some arc lights.

I shouted to my wife to pick it up on her side of the car (passenger), which she did, as the ship moved over the car toward the north and again hung motionless, where we could see the complete port side of the ship, which also had a row of "AMBER" windows, which were the same as the starboard side, running the length of the port side. The ship hovered over the treetops to our right, at about 100 feet to the north side of Rt 38. After we viewed the port side for a few minutes, we decided to continue on our way, not that we were afraid, but we had to pick up Mr. & Mrs. Richard W. Hartman, of Lenola, N.J., who were waiting for us in Camden, N.J., which was the reason we were on the highway at that hour of the morning, also we felt that the aircraft, if it were going to crash, or make an emergency landing, it would be there when we got back as we pass there on t return trip.

We picked up Mr. & Mrs. Hartman as arrange and on the way back, heading east on Rt 38 about 3 AM EDT, we were explaining to the Hartmans the strange dirigible airship that we saw, and that it might be still in the area where we saw it. We passed under the overpass of Haddonfield Road, Cherry Hill, N.J., and slowed down to about 10 MPH or so, to scan the area for this strange aircraft, when we looked past the Cherry Hill Inn to the plant, we could see this strange dirigible was attached or hovering above the roof of the R C A plant. The R C A plant was a mass of lights and considerable activity upon the roof. We pulled up and parked at the entrance road to the R C A plant. We watched and made a detailed study of the ship, between the 4 of us. We parked there for about 10 minutes. The ship is silver, metallic, egg or dirigible shape, approximately 342 feet long, and 138 feet high.

It has approximately 14 windows, which are "Amber" in color, on each side of the ship. These windows are approximately 20 feet wide, and 30 feet high, which forms an "AMBER" band down each side. These windows, when the ship is parked or hovering, or in flight at approximately 50 MPH land speed in our atmosphere are still AMBER in color. The nose of the ship is like a large beacon which covers the entire front cone and pulsates as a diffused white light from which we could see that a radar type probe antenna was protruding from the cone type light, and from which we could see that a line or a cable was attached, and was in contact with the R C A roof, in the area of one of the large tripod antennas, which extends 20 to 30 feet above the roof. There are several pulsating or blinking lights on the edge of the ship at the top, from front to back, they are BLUE, Green, and RED, they are large globes or beacon type lamps, which pulsate at a controlled or regulated timing sequence. These appear to be the running or flight lights. The brilliant white light which emits from the bottom, is only visible or on when the ship is in flight, not while hovering or landed as we saw it. There was no landing gear visible while in flight or hovering or hovering over the landing site, or landed. There appears to be a section of the round bottom part of the ship which resembles an exit or entrance way, by what looks like a cable type ladder to the roof of the R C A building, which could be the hoisting cables of an entrance ramp.

We parked there for about 10 minutes, and then moved to the Cherry Hill Apts., parking lot entrance, and parked there for about 5 minutes and observed the tail or rear of the ship. We vacated the area, because we felt we might be observed and overstay our welcome.

The cone type light of the nose of the airship was made up from several curved sections, to form the cone, as we could see the seams, where the sections were joined together. This light is also made from material that appears to be sandblasted, and diffused to give the opacity similar to the Amber windows.

These lights do not blink as one would say a light blinks in a sign or a display, but goes off at a very lazy pulsing, or as if a second passes between the on and off.

(Turn to Page 7.)

The following is a lexicon of fairies, elves and their kin, as well as a variety of other spirits and monsters. While every effort has been made to insure accuracy of these entries, be aware that this is not an "unabridged" dictionary of all possible entities and the relationships between the various types of beings listed are sometimes arguable or unconfirmed. Nevertheless, this should serve as a reference to the richness of folklore and the wide variety of seldom-seen other beings that just might share the world with us.

These are the abbreviations you might see:

Aust. AUSTRALIAN	*It.* ITALIAN
Dan. DANISH	*Norw.* NORWEGIAN
Fr. FRENCH	*Pol.* POLISH
Gael. GAELIC	*Russ.* RUSSIAN
Ger. GERMAN	*Scand.* SCANDINAVIAN
Ice. ICELANDIC	*Sc.G.* SCOTTISH GAELIC
Ind. INDONESIAN	*Sp.* SPANISH
Ir.G. IRISH GAELIC	*Sw.* SWEDISH

Sing. Singular *Pl.* Plural

A DICTIONARY OF

Fairies, Elves and Monsters

by Mark Gardner

PART ONE: A TO L

ABLACH *Sc.G.* dwarf.
ABYRNE DEOR *Anglo-Saxon* unicorn.
AENGUS a fairy of Ireland, esp. one of the Tuatha de Danann.
AGUANA female spirit of the It. Alps that keeps meadows fruitful and streams clean. Married to a Salvano. *Pl.* Aguane.
AHUIZOTL an Aztec water monster.
AITWARAS a Lithuanian house spirit. *Also* Aitvaras.
AJATAR *Finnish* a dragon-like female forest spirit.
AKUA LAPU *Hawaiian* ghost.
ALF *Dan.* elf.
ÄLFA *Sw.* elf.
ÁLFUR *Ice.* elf, fairy.
ALLERÜNKEN *see* KOBOLD.
ALPDRÜCKEN *Ger.* incubus. *Also see* NIGHT ELVES.
ALV *Norw.* elf.
ALVEN the translucent, nearly invisible elves of Holland.
AMADÁN-NA-BRIONA the powerful, dreaded Fool of the Irish Sidhe.
AMMAZZAMAREDDU *see* WIND FOLLETTO.
ANCHO *see* SALVANO.
ANCHU *see* DOVARCHU.
ÅND *Norw.* spirit, specter, phantom.
ANHANGA a mischievous forest spirit of the Amazon.
ANITO supernatural spirits of the Philippines.
ANNEQUIN *Fr., see* WILL O' THE WISP.
APEPI a serpent or dragon of ancient Egypt. *Also* Apophis.
APPARIZIONE *It.* apparition, ghost.
APUKU forest spirits of Surinam.
ARAIGNÉES LUTINS *see* LUTINS.
ÀRÀK helpful guardian spirit of Cambodia.
ASRAI shy, beautiful, water-dwelling female spirits of England. They are nocturnal and rarely seen.
ATUA a supernatural being or spirit of Polynesia.
AUGHISKA *see* EACH UISGE.

BACCHANTE *see* FÉE
BAGAN *Russ.* elvish protector of farm animals.
BAKEMONO *Japanese* goblins.
BANNIK *Russ.* house spirit that lives in the bath house.
BANSHEE *see* BEANSÌTH.
BAOBHAN SÌTH *Gael., see* BEANSÌTH.
BARABAO *It.* curious, often mischievous, little elf of Venice.
BARSTUKKEN *see* TREE ELVES.
BASA-ANDRÉE *see* AGUANA.
BASA-JUAN *see* SALVANO.
BASADONE *see* WIND FOLLETTO.
BASILISC legendary crested serpent with a fatal breath and/or glance. *Also* Basilisk.
BAUCHAN *see* HOBGOBLIN.
BEAN-NIGHE *Scots, see* BEANSÌTH.
BEANSÌTH *Gael.* harbinger of death. *Also* Bean Si and Bean Sidhe.
BEATRIK *see* AGUANA.
BEN-VARREY *Manx, see* MER-WOMAN.
BENDITH Y MAMAU (or MAUMAU) *see* SLEIGH BEGGEY.
BERG FOLK *Scand., see* BERG PEOPLE.
BERG PEOPLE hill or mountain-dwelling beings of Scandinavia, related to the trolls, that are often on friendly terms with humans.
BERGMÄNLI *see* ERDLUITLE.
BERGMÖNCHE *see* KNOCKERS.
BES *Russ.* demon.
BESTIE *Ger.* beast.
BESYONOK *Russ.* imp.
BIASD BHEULACH *Gael.* a monster of the Isle of Skye.
BIDADARI *Ind.* fairy, nymph.
BIG WALLY a nickname for the monster of Wallowa Lake, Oregon.
BILDUKKA *see* POLTERSPRITES.
BISCLAVRET *Breton* werewolf.
BLACK DWARVES *see* KNOCKERS.
BLANQUETTE *see* FÉE.
BLOODY CAPS *see* RED CAPS.
BLUE CAP an industrious mine spirit or elf.
BLUZHDAYUSHCHIY OGONYOK *Russ.* WILL O' THE WISP.
BOBO nickname for a sea monster of the Southern Californian coast.
BOCAN *see* HOBGOBLIN.
BODACH NA CROIBHE MOIRE *see* TREE ELVES.
BODACHAN SABHAILL *see* BROWNIE.
BOGEY (BEAST) a mischievous spirit that harrasses or torments people in the dark. Often used as a threat by parents to make their children behave. *Also* Bogy, Bogie, Booger, Boogey, etc.
BOGGART *see* BOGEY.
BOGINKA *Pol.* a fairy or little spirit.
BOGLE a hobgoblin or ghost of Scotland. *Also* Boggle.
BÖHLERS-MÄNNCHEN *see* THE QUIET FOLK.
BOOBRIE a gigantic bird-like water monster of Scotland.
BORUTA *see* TREE ELVES.
BOUDIGUET *see* KORRED.
BOZALOSHTSH *Wendish* a relative of the Beansìth.
BREGOSTANO *see* SALVANO.
BREGOSTÉNA *see* AGUANA.
BROLLACHAN *Gael.* a spirit with no regular shape or form.
BROONIE *Scots, see* BROWNIE.
BROWNEY *see* BROWNIE.
BROWNIE a hairy, little house spirit of Scotland and England that is generally helpful.
BUBAK *see* POLTERSPRITES.
BUCCA Cornish variety of the Bwca or Brownie. Usually two types: BUCCA GWIDDER (white) and BUCCA DHU (black).
BUFFARDELLO *see* LINCHETTO.
BUGABOO *see* BUGBEAR.
BUGBEAR an object of fear or dread. *Also see* BOGEY.
BUNYIP a legendary water monster of Australia.
BURRU crocodile-like monster of Assam, India.
BUSCHGROßMUTTER *Ger.* a guardian of the forest and all its inhabitants that usually appears as an old woman; "grandmother of the bush".
BWBACHOD Welsh relatives of the Brownies. *Sing.* Bwbach.
BWCCA *see* BUCCA.
BWCIOD *Sing.* Bwca. *See* BWBACHOD.

CABYLL-USHTEY *Welsh, see* KELPIE.
CACCAVECCHIA *see* LINCHETTO.
ČACCE-HALDDE *Lapp* a water spirit.
CADBOROSAURUS a sea monster of the Canadian Pacific coast.
CADDY a nickname for the Cadborosaurus.
CAILLEACH BHEUR *Gael.* the "Blue Hag" of the Highlands considered as the personification of winter.
CAIT SÌTH *Sc.G.* the "Fairy Cat" of the Highlands.

CALCATRAPOLE *see* NIGHT ELVES.
CALLICANTZAROI blind, naked elves of Greece that are usually bad news. *Also* Kallikantzaroi.
CANAVAR *Turkish* monster.
CANDELA *Sardinian, see* WILL O' THE WISP.
CAOINTEACH *Gael.* "The Wailer"; a banshee of Islay and the neighboring islands.
CAPKIN *see* HÜTCHEN.
CARABUNCLE a lake monster of Kerry, Ireland.
ČARIKINE *see* KORRED.
ČATEZ Yugoslav counterpart of KORNBÖCKE.
CAUCHEMAR *see* NIGHT ELVES.
CEASG *see* MER-WOMEN.
CEFFYL DWR *Welsh* a water horse.
CENTAUR one of the legendary half-man, half-horse creatures of Thessaly.
CHAMP nickname for the monster of Lake Champlain.
CHANGELING usually a fairy child exchanged for a human child.
CHERVAN *see* SERVÀN.
CHESSIE nickname for the sea monster of Chesapeake Bay, Maryland.
CHÈVRE DANSANTE *Fr., see* WILL O' THE WISP.
CHIAO *Chinese* a dragon of marshes or mountain forests. *Also* Kiao.
CHIMMEKEN *see* HEINZELMÄNNCHEN.
CHLEVNIK *Russ.* a domestic spirit of the cattle shed or barn.
CHRÜGLI relatives of the Swiss ERDLUITLE.
CHUDOVISHCHE *Russ.* monster.
CHURCH GRIMS elves that inhabit churches.
CINCIUT *see* NIGHT ELVES.
CIREIN CRÓIN *Sc.G.* sea serpent.
CLURICAUN a relative or ally of the Leprechauns that loves to drink and often lives in the basement of a tavern. *Also* Cluracan, Cluricaune or Clurican.
COBLYNAU *Welsh, see* KNOCKERS.
COCKATRICE a close relative of the basilisc.
COLT PIXY *see* SHOPILTEE.
CORIC *see* KORRED.
CORPSE CANDLE *see* WILL O' THE WISP.
CORRANDONNET *see* KORRED.
CORRIGAN a fairy or korred of Brittany. *Also* Korrigan.
CORRIQUET *Fr., see* KORRED.
COURÈTE *Fr., see* KORRED.
CRIMBIL *Welsh, see* CHANGELING.
CRODH MARA *Sc.G.* "Sea Cattle", *see* WATER CATTLE.
CU SÌTH *Sc.G.* "Fairy Dog" of the Scottish Highlands. Can be quite large with glowing eyes and a dark green coat.
CÜCE *Turkish* dwarf.
CULARD *Fr., see* WILL O' THE WISP.
CWN ANNWN the Welsh hell hounds.
CYTHRAUL *Welsh* demon.

DÆMON *Dan.* demon.
DAÍMONAS *Greek* demon.
DAMES VERTES ethereal, green-clad female spirits of France.
DÅMON *Sw.* demon.
DAOINE MARA *Gael., see* MERMEN and MER-WOMEN.
DAOINE SIDHE *Gael.* fairies of Ireland. *Also* Daoine Sithe, Daoine O'Sidhe or Deeny Shee. *See* SIDHE.
DEAMHAN *Ir.G.* demon.
DEARG-DUE a blood-sucking spirit of Ireland; a vampire.
DEMOISELLE BLANCHE *Fr., see* FÉE.
DEMONIO *It. & Sp.* demon.
DEV *Turkish* giant.
DIABELEK *Pol.* imp.
DIABLILLO *Sp.* imp.
DIALEN *see* SELIGEN FRÄULEIN.
DIAVOLETTO *It.* imp.
DIVE *see* SELIGEN FRÄULEIN.
DJINN *see* JINN.
DOMOVIK *Russ., see* DOMOVOY.
DOMOVOY *Russ.* house elves or spirits that usually live behind the stove. *Pl.* Domoviye.
DOVARCHU the "Water Dog" of lakes in Ireland.
DRACAE *Fr., see* RIVER WOMEN.
DRACHE *Ger.* dragon. *Also see* DRAKES.
DRACS *see* DRAKES.
DRAGON a legendary saurian or giant scaly serpent that is often able to fly and sometimes breathes fire.
DRAIG *Welsh* dragon.
DRAKES house spirits that travel through the air as fiery streaks of light. They often take the appearance of little dragons.
DRAKON *Greek & Russ.* dragon.
DRAKS *see* DRAKES.
DRAUG *Norw.* banshee, bogey, zomble or evil spirit.
DRAUGUR *Ice.* ghost.
DRYADS (or DRYADES) tree-dwelling nymphs of Greek mythology.
DRYCHIOLAETH *Welsh* ghost, specter.
DUCH *Pol.* spirit, ghost.
DUENDE night elves of Spain and Portugal that usually live in abandoned or isolated buildings.
DULLAHAN a headless phantom of Ireland. *Also* Dubhlachan.
DUNNIE *see* BOGLE.
DUNTERS *see* RED CAPS.
DUERGAR *Ice., see* DWARFS.
DVERG *Norw. & Sw.* dwarf.
DWARFS (or DWARVES) stunted, often hairy, little folk known throughout Europe. Known especially as miners. *Old English* dweorg, dweorh.

EACH UISGE *Gael.* "Water Horse", *see* KELPIE.
EARTHWIVES *see* ERDLUITLE.
ÉCLAIREUX *Fr., see* WILL O' THE WISP.
EHL'F *Russ.* elf.
EINHORN *Ger.* unicorn.
EISENHÜTEL *Ger.* "Iron Cap", *see* HÜTCHEN.
EKERKEN *see* POLTERSPRITES.
ELDER FOLK *see* TREE ELVES.
ELF from the original word for "fairies", it now means a specific type of small, usually mischievous, fairy. *Old English* Ælf.
ELF FIRE *see* WILL O' THE WISP.
ELFE *Ger.* elf.
ELFHAME *Scots* Fairyland.
ELFOR *Sw.* elves.
ELLEFOLK *Dan.* elves.
ELLEMEN *see* ELLEFOLK.
ELLYLLDAN *Welsh, see* WILL O' THE WISP.
ELLYLLON *Welsh* elves.
ENANO *Sp.* dwarf.
ENGLISH FAIRIES nocturnal little fairies that love to dance and play. They treat people well when treated with respect.
ENGUE *see* NIGHT ELVES.
EÑALDOI *Basque* giant.
ERDLUITLE little people of Switzerland and Northern Italy that have great power over weather and watch over herd animals.
ERDMÄNNCHEN male of the ERDLUITLE.
ERDWEIBCHEN female of the ERDLUITLE.
ESPECTRO *Sp.* specter, ghost.
EXOTICAS *see* NEREIDES.

FADA *Provençal, see* FÉE.
FAERIE (or FÆRIE) *see* FAIRY and SIDHE.
FÄIE *see* FÉE.
FAINEN *Tirolian, see* WHITE LADIES.
FAIR FAMILY *see* SLEIGH BEGGEY.
FAIRY generic name for a member of the race of magical little beings.
FÄNGGEN *see* NORGGEN.
FÄNKENMANNIKIN a relative of the NORGGEN from Switzerland and the Northern Tirol.
FANTASMA *Greek, It. & Sp.* phantom, ghost.
FANTOMA *Romanian* phantom, ghost.
FANTÔME *Fr.* phantom, specter, ghost.
FAR DARRIG *see* FEAR DEARC.
FARFARELLO *see* FOLLETTO.
FARISEES a name for the English fairies.
FATA *It.* wood or water spirits, related to the Fées, that usually take the appearance of beautiful women but can change their shapes. *Pl.* Fate.
FATE MARINE *see* SIRENS.
FAYETTE *see* FÉE.
FAYULE *see* FÉE.
FEAR DEARC *Gael.* "The Red Man"; a little man, dressed all in red, said to bring good luck when treated kindly. *Also* Fear Dearg, Fear Darrig, Fir Darig, Fir Darrig, Fir Dhearga, etc.
FE *Scand.* fairy.
FEE *Dutch & Ger.* fairy.
FÉE originally French nature and fertility spirits, later became fairy ladies. They are ancient, powerful and have different appearances depending on where they live.

FÉETAUD *see* FÉE.
FENETTEN *Ger., see* RIVER WOMEN.
FENG-HUANG *Chinese* phoenix.
FENODEREE the Brownie of the Isle of Man. *Also* Finoderee, Phynoderee or Phynnodderee.
FERRISH *see* FAIRY.
FEU FOLLET *Fr., see* WILL O' THE WISP.
FINZWEIBERL *see* MOSS PEOPLE.
FIOLE *Fr., see* WILL O' THE WISP.
FIRBOLG short, primitive fairy of Ireland that lives underground.
FIR DARIG *see* FEAR DEARG.
FIRE DRAKE a fire-breathing dragon. *Also see* DRAKES.
FÖHN *see* NORGGEN.
FOLGIE *Norw.* counterpart of the FYLGJA.
FOLLETTO generic name for the majority of Italian sprites. *Pl.* Folletti.
FOREST FATHERS *see* MOSS PEOPLE.
FORYNJA *see* FYLGJA.
FOSSEGRIM *Norw., see* NIXEN.
FOULETOT *see* LUTIN.
FOULTA *see* SERVÁN.
FRAIRIES *see* ENGLISH FAIRIES.
FRATUZZO *see* MONACIELLO.
FRID little beings that dwell under rocks. *Pl.* Fridean.
FUATH dangerous spirits often associated with winter.
FUDDITTU *see* FOLLETTO.
FUEGO FATUO *Spanish* WILL O' THE WISP.
FUGLIETTO *see* FOLLETTO.
FUOCO FATUO *It., see* WILL O' THE WISP.
FÜTTERMÄNNCHEN *see* WICHTLN.
FYLGJA *Ice.* invisible guardian spirit.

GALGENMÄNNCHEN *see* KOBOLD.
GALGENMÄNNLEIN *see* KOBOLD.
GANTHORNES Cornish mine spirits.
GARDVORD *Scand.* guardian spirits of homes. *Also* Gardsvor.
GARUDA a mythical monster of the Hindus.
GEANNCANACH *Ir.G.* a malicious little fairy of Northern Ireland.
GÉANT *Fr.* giant.
GEIST *Ger.* ghost, spirit.
GENFÆRD *Dan.* specter, phantom.
GENIE *see* JINN.
GENTRY, THE polite Irish name for the Fairies.
GERGASI *Ind.* ogre.
GESPENST *Ger.* ghost, apparition, specter.
GHAIST *Scots* ghost.
GHOST the disembodied spirit of a dead person. *Old English* Gast.
GHOUL an evil being that robs graves and feeds on corpses.
GHUL *Arabic* shape-changing monsters that lure travelers from the trail to feed on them. *Pl.* Ghilan.
GIANE Sardinian elves that occupy themselves with weaving and can foretell the future.
GIANT a being of great physical size or stature.
GIGANTE *It. & Sp.* giant.
GLASHAN water pony of the Isle of Man that often prey on women.
GLÜCKSMÄNNCHEN *see* KOBOLD.
GNOM *Ger., Russ. & Pol., see* GNOME.
GNOME a nocturnal, dwarf-like being that lives underground.
GNOMO *It.* elf, gnome.
GOAT PEOPLE originally wood and field sprites, later known as the lustful half-man, half-goat demigods; satyrs.
GOBELIN *Fr., see* KOBOLD.
GOBLINS mischievous or evil spirits that are usually small and ugly.
GOMMES *see* KNOCKERS.
GOOD NEIGHBOURS a Lowland Scottish name for the Fairies.
GOOD PEOPLE, THE the Fairies.
GOTWERGI *see* ERDLUITLE.
GRANDINILO *see* WIND FOLLETTO.
GREEN LADIES *see* TREE ELVES.
GREMLIN a little being blamed for malfunctions in equipment, especially in aircraft.
GRIFFIN a legendary creature that is a combination of lion and eagle. *Also* Gryphon.
GRIGS *see* PIXIES.
GROAC'H VOR *Breton, see* MER-WOMEN.
GRUAGACH a fairy being of Ireland often describing as a little wizard.
GUERRIONET *see* KORRED.
GUNNA a brownie that takes care of cattle.
GURIUZ *see* ERDLUITLE.
GUTER JOHANN *see* HEINZELMÄNNCHEN.

GWAGGED ANNWN beautiful "Lake Maidens" of Wales. *Also* Gwraggedd Annwn.
GWARCHELLS *Welsh, see* THE QUIET FOLK.
GWARWYN-A-THROT a Welsh fairy.
GWANZIG-GAN *see* KORRED.
GWYLLION *Welsh* evil mountain-dwelling fairies.

HAAF-FISH *see* SEA TROWS.
HADA *Sp.* fairy.
HÄKELMÄNNER *see* NIXEN.
HALDDE *Lapp* a nature spirit.
HALTIA *Finnish* a guardian spirit.
HAM *Norw.* counterpart of the FYLGJA.
HAMINGJA *Ice., see* FYLGJA.
HANTU *Ind.* ghost, spirit, phantom, specter.
HANTU RIMBA *Ind. & Malay* a demon of the forest.
HÄRDMANDLENE *see* ERDLUITLE.
HARPY a legendary monster with a woman's head and a bird's body.
HAUGE-FOLK *see* MOUND FOLK.
HAUSBÖCKE house spirits of Germany, related to the KORNBÖCKE.
HAVFRUE *see* MER-WOMEN.
HAVMAND *see* MERMEN.
HAYALET *Turkish* ghost.
HEERWISCHE *see* WILL O' THE GHOST.
HEIDENMANNDLI *see* ERDLUITLE.
HEIDENWEIBCHEN *see* ERDLUITLE.
HEINZELMÄNNCHEN (or HEINZELMANN) German house sprite or kobold that is useful around the house with chores.
HEINZLEIN *see* HEINZELMÄNNCHEN.
HENKIES *see* TROWS.
HEY-HEY MEN forest beings of Central and Eastern Europe named by their calls. *Also* Hejkadlo, Hemänner and Hoihoimänner.
HIACHUCKALUCK Chinook Indian name for a sea monster.
HIGHLAND MERMAIDS *see* SEAL PEOPLE.
HIISI *Finnish* an evil spirit of the forest.
HINZELMANN *see* HEINZELMÄNNCHEN.
HNIKUR *Ice.* a Neck or Kelpie.
HOB *See* HOBGOBLIN.
HOB-AND-HIS-LANTERN (or HOB-AND-HIS-LANTHORN) *see* WILL O' THE WISP.
HOBBEDY'S LANTERN *see* WILL O' THE WISP.
HOBGOBLIN a generally friendly, sometimes mischievous, house elf or spirit, related to the Welsh Bwca and Scottish Brownie.
HÖGFOLK *Scand., see* MOUND FOLK.
HOMME CORNU *see* KORRED.
HONGATAR *see* TREE ELVES.
HOOTERS *see* HEY-HEY MEN.
HOPFENHÜTEL *Ger.* "Hop Cap"; *see* HÜTCHEN.
HOST, THE *see* SLUAGH.
HOUPOUX *see* HEY-HEY MEN.
HOWLAA Manx spirit that forewarns of a storm by wailing on the shore.
HÜAMÄNNER *see* HEY-HEY MEN.
HUCKEPOTEN *see* WILL O' THE WISP.
HULDER *Norw.* fairy or wood nymph.
HULDRE FOLK "Hidden People"; Scandinavian elves. *Also* Hulde Folk, Huldufolk, Hylde Folk or Hulder Folk.
HULDUKONA *Ice.* "elfwoman."
HULTE *see* SKOGSRÅ.
HUNKY PUNK *see* WILL O' THE WISP.
HURAKÁN Caribbean monster or dragon blamed for storms.
HUSBUK *Scand.* counterpart of the HAUSBÖCKE.
HÜTCHEN a kobold that always wears a little cap and usually has a kind, friendly disposition.
HUTZELMANN *see* HÜTCHEN.
HYDRA a legendary water monster of ancient Greece.
HYLDEMODER *see* TREE ELVES.
HYLDEQVIND *see* TREE ELVES.

IELE *Romanian* a fée or white lady.
IGNIS FATUUS *Latin, see* WILL O' THE WISP.
IGOPOGO nickname for monster of Lake Simcoe, Canada.
IMP a small, mischievous demon.
INCUBUS an evil spirit that preys on sleeping women; a demon lover.
IREXTO *Basque* ghost.
IRRBLOSS *see* WILL O' THE WISP.
IRRLICHT *see* WILL O' THE WISP.
ISKRZYCKI Polish house elves that live in the kitchen stove of the house they inhabit.

JACK O' LANTERN (or JACK O' LANTHORN) *see* WILL O' THE WISP.
JANN *see* JINN.
JASHTESMÉ *Albanian, see* NEREIDES.
JÄTTE *Scand., see* GIANT.
JEANNOT *see* SERVÁN.
JEDNOROŽEC *Pol.* unicorn.
JEMBALANG *Ind.* goblin.
JENNY BURNT-TAIL *see* WILL O' THE WISP.
JERSEY DEVIL the legendary phantom creature of Jersey.
JETIN *see* KORRED.
JEZINKA *see* VILA.
JIN *Ind.* elf, spirit. *Also see* JINN.
JINN magical fairy beings of the Arab or Muslim world. *Sing.* Jinni.
JOAN THE WAD (or JOAN-IN-THE-WAD) *see* WILL O' THE WISP.
JOIANT *Irish* giant.
JOLABUKKAR *Scand., see* HAUSBÖCKE.
JÖTUNN *Teutonic* giant. *Pl.* Jötnar.
JÜDEL *Scand., see* KORNBÖCKE.
JULBUK *Scand., see* HAUSBÖCKE.

KABOUTER *Dutch* elf, gnome.
KÅLLRÅDEN *Sw., see* RIVER WOMEN.
KAPPA *Japanese* hideous water spirit.
KARLÅ *see* THE QUIET FOLK.
KARLIK *Russ.* dwarf, gnome.
KARZEL *Pol.* dwarf.
KATAJATAR *see* TREE ELVES.
KATENPAI *Aust.* a water-dwelling monster.
KAUKAS *Lithuanian* a dwarfish domestic spirit.
KAWAKO *Japanese* water-dwelling spirit.
KAWOK Chinook Indian name for a guardian spirit.
KELPIE an evil Scottish water spirit which can take the shape of any animal, most commonly a horse. It often lures unsuspecting people into the water and devours them.
KERION *see* KORRED.
KIPPEC a gnome or elf of Yugoslavia.
KIRIN *Japanese* unicorn.
KIRKEGRIM *Scand., see* CHURCH GRIM.
KIRKONWAKI *Finnish, see* CHURCH GRIM.
KIT-WITH-THE-CANSTICK *see* WILL O' THE WISP.
KLABAUTER *see* KABOUTER.
KLEINMANNEKEN *Flemish* "Little Person".
KLOPFERLE *see* POLTERSPRITES.
KNOCKERS noisy Cornish mine spirits. *Also see* BUCCA.
KOBOLD the oldest and best known of the German domestic spirits. They can be both helpful and harmful.
KOCZKODAN *Pol., see* BOGEY or BUGBEAR.
KODINHALTIA *Finnish* a domestic fairy.
KOERAKOONLASED *Estonian* dog-headed beings.
KORANDON *see* KORRED.
KORID *see* KORRED.
KORNBÖCKE shape-changing field spirits of Europe.
KORRED the elf of dolmens, standing stones and ruins of Europe.
KORRIGANS *see* CORRIGANS.
KORRIGEZ *Breton, see* CORRIGANS.
KORRIK *see* KORRED.
KOURICAN *see* KORRED.
KOURIL *see* KORRED.
KOUTSODAÍMONAS the evil "lame demon" of Greece.
KOW an English goblin.
KRAKEN legendary giant sea monster of Scandinavian seas.
KRAT *see* DRAKES.
KROSNYATA *see* THE QUIET FOLK.
KUEI *Chinese* an evil ghost or demon.
KUKULCAN feathered serpent or dragon of the Mayas.
KUTCHI fairy-like beings of Australia.
KYRKOGRIM *Sw., see* CHURCH GRIM.

LAKE MAIDENS *see* GWAGGED ANNWN.
LAMIA a carnivorous female demon or vampire.
LAUMA *Lithuanian* fairy.
LAUME *Latvian* fairy.
LAÚRU a handsome, nocturnal Italian folletto, often seen in velvet garments.
LEANHAUN SHEE "Fairy Mistress" of Ireland that gradually drains life from her victims. *Also* Leanan Sidhe and Lhiannan Shee.
LEPRECHAUNS the famous Irish little people, best known as shoemakers to the fairies. Playful con-artists and pranksters, they live in caves, under trees or in castle ruins. *Also* Lepracaun, Leipreachán, Lobaircin, Logheryman, Lurigadawne, Luricawne, etc.
LESHIY a Russian forest spirit, often blamed for the wind. *Pl.* Leshiye.
LEŠNI MOŽOVE Czech counterparts of Leshiye.
LI *Chinese* sea dragon.
LIETUVENS *Latvian* a spirit that causes nightmares.
LI'L FELLAS, THE the Fairies.
LIMNIADES legendary female spirits of pools, ponds and lakes.
LINCHETTI night elves or folletti of Tuscany blamed for nightmares and sometimes night-time deaths.
LINCORNE *Fr.* unicorn.
LINDORMEN *Scand.* a dragon.
LINDWURM *Ger.* a dragon.
LIOCORNO *It.* unicorn.
LISUNK relatives of the Leshiye.
LITTLE PEOPLE, THE generic term for fairies, elves and their kin.
LITTLE-WASHER-BY-THE-FORD *see* BEANSÌTH.
LLAMHIGYN Y DWR *Welsh* a dangerous water spirit or demon.
LOBIS-HOMEM *Portuguese* werewolf. *Also* lupis-homem.
LOBOMBRE *Sp.* werewolf.
LÖFVISKA *see* TREE ELVES.
LOIREAG a water fairy of the Hebrides.
LORGGEN *see* NORGGEN.
LOUMEROTTE *Fr., see* WILL O' THE WISP.
LOUP-GAROU *Fr.* werewolf.
LUNG *Chinese* a dragon.
LUPEUX *see* HEY-HEY MEN.
LUPO MANNARO *It.* werewolf.
LUTINS playful, shape-changing fairies or elves of France and French parts of Switzerland that are especially fond of children.
LYCANTHROPE a werewolf.
LYKANTHRÓPOS *Greek* werewolf. *Also* Lycanthrópos.
LYKTEMANN *see* WILL O' THE WISP.
LYKTGUBBE *see* WILL O' THE WISP.

(Concluded in the next issue.)

Thoughts on the Paulus Sighting

by Mark Gardner & Magnús Eiríksson

This UFO sighting is very fascinating. Of course, as in most of these things, one might be tempted to excuse it as a hoax and forget about it. Okay, it *could* be a hoax. But why go to all of the effort? The evidence in the story told by Mr. Paulus reveals interesting clues as to the identity of this UFO, if you assume that it was a genuine sighting. Here's what we think about this sighting:

Mark: What kind of terrestrial craft have rows of windows on their sides? Passenger craft. Buses, trains, subways, airliners, etc., all have rows of windows for their sight-seeing passengers to look out of. A "flying saucer" with a row of windows suggests a "tourist" craft of some sort. If the UFO had not been seen it proximity to the RCA plant, I would have theorized that it was a time machine with sight-seers from the future. The association of the craft with the RCA plant is important. This is, in all actuality, the most important piece of evidence. The "mass of lights and considerable activity" makes it clear that the UFO was some sort of test craft. The lights and activity was the ground crew. It was not extraterrestrial.

Magnús: The detail in this sighting report is incredible. I have rarely heard of one with such detail. In most UFO sightings, there is a story of a disc-shaped object with few additional details. The fact that the object was seen so long and in conjunction with the RCA plant proves that it was a test vehicle of some kind. Sorry, no aliens.

SYNCHRONICITY

By Doris M. Humphrey

Synchronicity I

Among other things I studied French during my years at Ohio State University, and met several instructors socially. One of them was Claude Strauss, a real French poet, who had come to America as a child just before World War II to live with relatives. One time I was with a group of people from the university at a restaurant, and sitting next to me was Claude Strauss, who asked me where I was from. I told him my hometown was Sidney, Ohio, and he said, "Oh, yes, I've been there, it's not far from Wapakoneta, where my aunt and uncle lived."

"Who were your aunt and uncle?"

They were Mr. and Mrs. Lucien Meyer, and they lived on West Mechanic Street."

Claude Strauss had come all the way from Alsace to Wapakoneta, Ohio, to live on West Mechanic Street, a couple of blocks from where my mother's parents lived.

Synchronicity II

When my daughter was very young and had a new kitten, I bought her a book on cat training ("Cat Training," M. Lippmann, TFH Publishing Co., 1964). We now have a replacement cat, and I thought it might be a good idea to study the book again. I searched the bookcases, combed the shelves carefully, but found no book on cat training. I decided it must have been given away. I do my typing in the small downstairs room that was my daughter's when she was young. One afternoon, as I was hovering over the IBM Selectric, something fell to the floor from a shelf. It was "Cat Training." Apparently it had been pushed to the very back of the shelf between larger books. Vibration from my typing had shaken it from its hiding place. Surely the Quantum Theory was at work – no other book fell, just "Cat Training."

Synchronicity III

John and I visit the Smithsonian every once in a while; it's only a stone's throw from here. One time when we were there John bought a small LP record of a steam locomotive at the gift shop. The title is "Sounds of 1401" and there is a photo of an engine on the cover. A year ago I took on a job as volunteer assistant to a lady who teaches ESOL (English for Speakers of Other Languages). At Christmas time she told me she'd bought an electric train for her two little boys. She reported later that the boys liked the train, but just wished they had a record of locomotive noises to play when they rain it. I remembered our Smithsonian record, so I brought it to class for her to take home and tape. When she looked at the picture on the cover, Mrs. T— said in astonishment, "Sounds of 1401!" and went on to say that her grandfather, D.C. Surratt, a native of North Carolina, had been the engineer on the 1401 of the Washington-Atlanta line at the time the train made its last run in 1951. She had not known about the record. She made a xerox copy of the cover to take home. That engineer [of the train on the record] was very likely D.C. Surratt, Mrs. T—'s grandfather.

[They say that it's a small world. That may very well be true. Is Synchronicity only a made-up term to give some special meaning to just a coincidence? Or are similar things brought together? If you're interested more in this subject, a good place to start is with "Synchronicity – The Bridge Between Mind and Matter" by F. David Peat, Bantam Books, 1987 – Ed.]

LETTERS TO THE EDITOR

This section is reserved each month for letters from our readers. Feel free to share your ideas, questions, and personal experiences. Spelling and grammar will be corrected, when necessary, only to make the text clear. The length of some letters may be shortened to allow room for other letters, so long as the intent of the letter is not changed.

Dear Mr. Editor,

I am a teacher in Glasgow, Scotland. Two years ago I took a sabbatical from teaching to travel the Scottish Highlands collecting samples of insect life for a book I am writing. I travelled with sample jars, camping kit and a motorcycle. Four months into my holiday I found myself near Pitlochry on a fine day in September last. I was collecting specimens near the historic Pass of Killiecrankie on the day in question.

Any person who grows up in Scotland cannot escape hearing stories of ghosties and ghoulies at their father's or grandfather's knee. Years later I no longer took these stories seriously. My experience at Killiecrankie has removed all my doubts of the supernatural.

I had pulled off the A9 motorway in the Pass of Killiecrankie to do a recce of the area below Ben Vrackie. After a successful afternoon with a selection of colourful specimens in jars, I found it was late. I decided to set up camp for the night. After bedding down, I was soon away.

I was aroused by a dull booming which I took to be thunder. I arose, drew on my jacket and looked up at the sky. The moonlit night was clear! I suddenly felt quite alone in the place. The sound of a night bird broke the spell I was under. I became aware of muffled sounds all about my position. They echoed from every direction. As this place was rather rocky, I picked my way about carefully to find the source of the noises. There was yet another loud report which I now identified as that of a firearm of some type.

I turned to the latest sound to see a Highlander running as if for his very life. I was mortified. I could hear the rasping of his breath and see blood stains upon his person. He leapt several stones and disappeared behind a boulder. I then heard drums and fifes approaching. I dropped behind a large stone and observed a queue of scarlet-clad soldiers marching. At the head of the troop was a mounted officer, followed by the band and regular soldiers. I could hear the crunch of gravel beneath their feet. I was fearful they would see me.

I came down the brae to observe the scene there more clearly. Image my horror at beholding the corpses from some long-forgotten battle strewn all about. I fancied I could hear moans and cries about me. I stumbled my way back to my camp, packed my kit in panic and made off like my life depended on it. That is the last time I camped out in unfamiliar surroundings.

A.B.M.
Glasgow, Scotland

[I've heard of many similar stories from different parts of Great Britain. The British Isles are thought of as the most haunted place on the world by believers – Ed.]

Dear Mr. Gardner,

This occurred around February 1, 1916. I had just turned 9 in December and I was excited over being given the star role in our Washington's Day program at school. My teacher had persuaded my mother to help make my colonial lady's gown and I was detailed to take the sample of material to McAusland & Wakelyn's Department Store at the corner of High and Dwight Streets in Holyoke, Mass. This store was quite a large affair occupying two buildings; one facing the city hall, the second reached by going all the way through that store, crossing a service alley and going into the back building. The fabric dept. was in the back store. I did not like crossing that dark alley. I bought 3 yards of voile at 12½ cents a yard and returned to the High Street entrance facing that lovely old Gothic city hall with the town clock.

I must have run my legs off, for I accomplished my errand by a few minutes after 4 and had over a mile of uphill walking from my home to the store. I was so encouraged by the street lights that I decided to walk down and look at the million dollar hydroelectric dam at the end of High St., about 6 blocks away.

I crossed over Dwight St., the City National Bank was on my left. Across High St. was Grant's 25 Cent Store, further on was the newspaper office and Bail's the Shoemaker. Across High St. was Chris McKenzie's home. She wasn't in, so I continued to the dam.

Suddenly I realized the surroundings were different. The atmosphere had a pale lavender luminosity. The sidewalk was gone and I was walking on a dirt path. My surroundings were more rural, not the bustling city I was familiar with. I stopped walking, made a 180° turn and eventually, but truly alarmed, returned to city lights and familiar buildings. I hurried home.

Mama wanted to know what had happened since it was well after 5 p.m. I explained what had happened. Mama pooh-poohed it all and promised me she would prove I had walked down Maple St. instead of High Street. She tried but no sidewalk gave way to a dirt path. The dam was where it was supposed to be and she insisted I'd made the whole thing up. I did not have enough sense to be frightened by my experience but she was so utte
adamant that I was lying, that I didn't talk about it aga

A
Matoaca, V

**[This sounds like another case of temporal dis-locatio
– Ed.]**

Dear Mr. Gardner,

My fiancé and I live in the Los Angeles area, not far from the famous "Hollywood" sign on the mountainside. We often walk up the twisting trail in Beechwood Canyon with his dog, Roger. When the weather is clear this stroll can be a lot of fun. The dog loves to run and sniff his way through the brush along the trail.

One day during this past September we were up at the top by the "Hollywood" sign exploring the area where the "LAND" used to be. (The sign was originally HOLLYWOODLAND, in case you didn't know.) It was a clear day with just a little smog and we had a good view of the city below.

After a while we called Roger and headed off down the trail to return home. The terrain is steep with switchbacks and you could see someone if they were on the path below you. Suddenly the dog began to act weird. Instead of running around, he hung at our heals, whining. We'd never seen him like that.

Down below we could now see a lady walking. It was strange for see was wearing clothes like something out of the 1930's. (I should know, my parents were into auctions and antiques during my childhood.) In California you can run into anything. She was walking along in a daze. We thought she was on drugs or something. As we approached, imagine our total shock when she faded away before our very eyes! We'd seen a ghost! We were surprised to the max, I'll tell you.

What prompted us to reveal this occurence was a show on TV a month later about ghosts in Hollywood. Some woman reported having seen a young lady out of the 1930's and smelling gardenias. (We never smelled anything out of the ordinary.) The show said that some actress killed herself by jumping off the top of the letter "H" in the Hollywood sign. Could that be the same spirit we saw with Roger that day?

C.L.B.
N. Hollywood, CA

[The story of the suicide of a young actress named Peg Entwhistle was recounted on a TV special shown last October, called "The Search for Haunted Hollywood." The unlucky young lady was said to have leapt to her death from the "H" in September of 1932. A woman who saw what she thought was the ghost of this unfortunate Peg also reported smelling the overwhelming fragrance of gardenias even though there were no flowers in that area – Ed.]

OFF THE BOOKSHELF

BEASTS AND BATTLES:
Fact in Legend and History?

by Hugh H. Trotti

Rivercross Publishing, Inc., New York,
Hardback, 1989, 175 pp., $18.95.

As the second book review for *Elsewhen*, I've chosen this excellent book by friend and faithful contributor, Hugh Trotti. *Beasts and Battles* is a handy book that provides an introduction to many different questions of history. The book is separated into sixteen chapters, such as "Was Sir Lancelot Real?", "Noah's Ark Located?", "Weredog" and "Time Machine Gods?" Each of the chapters is unique.

What is refreshing is Hugh's common sense approach to many of the questions he attempts to answer. His ideas and theories are well-documented and thought out. Take for example his Chapter 12, "Time Machine Gods?" (my personal favorite but I'm biased): He correctly states that a time machine would also have to be a space ship, a point many science fiction writers miss.

The book covers a lot of different subjects, jumping from Ancient Greece (and earlier) to the present and back again. Many of the subjects covered are things that the average, everyday person might never think of. A person with a little familiarity of the Classics will enjoy this book quite a bit. But never fear, it isn't imperative that you know your Homer, Thucydides, Cicero or Seneca to get a lot out of the chapters on Alexander the Great or the Battle at Marathon, for example.

Several of the chapters seem be be too succinct. I got to the end of them and asked myself: Is that it? But that is not necessarily bad. When something grabs you and leaves you wanting more, it has been successful. The chapters work well as introductions and overviews of the material discussed. Some questions are answered and some are left hanging for the reader to pursue.

This fine book *can* be read in one sitting without too much difficulty, but I suggest that the reader spend each session on one chapter. As you read a chapter, you will find yourself dashing off to the encyclopedia or your copy of *The Iliad* or *The Odyssey*, etc. I truly like a book that gets the brain stimulated to look elsewhere, but some readers might find it frustrating, especially if they don't have a handy copy of Homer, Herodotus, Horace, Plutarch, or even Malory's *Le Morte d'Arthur*.

I strongly recommend this book to mature readers who are bored of their normal books. I think Hugh has done a fine job and I look forward to future books.

Mark Gardner

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MISCELLANEOUS

Comets and Serpents

by Thomas A. Luce

The original meaning of the allegorical conflict between the Sun and the Serpent, which shows up in the legends of ancient cultures all around the world, can be found with the comets. When a huge comet entered the inner solar system and made its perihelion passage around the Sun, it would have appeared to the Ancients on Earth that a huge cosmic monster (the Serpent, i.e. a comet) was attacking the Sun. When the radiated heat from the Sun finally fragmented the comet on one of its perihelion passages, it would have appeared to the Ancients that the Sun had finally won the Battle. To make matters worse, some of the debris (meteorites and fireballs) from this Battle and fragmented comet were hurled upon the Earth, causing much devastation.

The Ancients then thought that this Cosmic Serpent (or comet), after its defeat and fragmentation by the Sun or the anthropomorphic Sun-Hero, took up a new abode deep in Earth's interior or in the Underworld of the Ocean and, from there, continued to menace humanity in the form of severe earthquakes, volcanic eruptions, hurricanes, drought, unclean spirits, Satan, etc. The concept of Satan (symbolized by the Serpent) existed long before Christianity.

Python (cometary imagery) is represented as having been slain by Apollo, an anthropomorphic image of the Sun; Typhon plunges into the sea to escape the wrath of the Great Father (the Sun); Kaliya (the Serpent) is slain by Vishnu in his incarnation of Krishna (corresponding to the fabled Apollo); the Scandinavian Wodin thrusts Midgard to the bottom of the Great Deeps; Meshekenabek, the Evil Serpent of Algonquin Indian legend, is slain by the Hero, Manabozho; and Christ conquers Satan (symbolized by the Serpent) deep in the "Heart of the Earth" (Hell).

In Mexican paintings we find *A Great Serpent*, frequently represented *cut in pieces* (the comet fragments) by the Great Divinity, Tezcatlipoca, the Sun. A broken vase, from which proceeds a serpent, is upon the back of Tezcatlipoca, an anthropomorphic image of the Sun. In his right hand he holds a knife. A second serpent, *cut in pieces* and bleeding (comet fragments), is before him. A third serpent, *also cut in pieces*, is represented in a chest full of water, which may be hieroglyphic either for a lake or the ocean, from which rises a plant; whence, crowned with flowers, emerges the beautiful goddess, Tzinteotl (or Cinteotl), the Venus/Aphrodite of Aztec mythology. Aztec mythology allegorically referred to the conflict of the Sun with a Cosmic Serpent (a comet), just as did the mythological fables of the East (or the Old World).

The Great *Red* Dragon and *its tail* (that is, a huge *red* comet and *its tail*), in Chapter 12 of Revelation, was known as "that old serpent." The *Tail* of the Great *Red* Dragon drew a third part of the stars (meteorites and fireballs) of Heaven, and *did cast them to the Earth!*

Comets had a tremendous influence upon the cultural ideas of the Ancients, although not recognized as such by most "authorities." They saw various animals in the different shapes of comets, especially the Earth-approaching comets, eg. the Chinese dragon and the Hindu bull. Therefore, the Goddesses Hecate and Artemis, who were associated with animals, represented cometary imagery. In Greek secretism, Hecate is confused with Artemis, who has the surname "far-shooting Hecate." A comet is, indeed, far-shooting.

It is now well-established that there was a world-wide catastrophic drop in the ocean level 3500 years ago, around the time of historical cometary catastrophism on the Planet Earth. The *powerful, archetypal influences* caused by cometary catastrophism ("that old serpent") 3500 years ago should be addressed. *They are with us still!*

Anyone who wishes to comment on this article may contact the author at the following address:

Thomas A. Luce
Rt. 4, Box 419
Clarksburg, WV 26301

[Mr. Luce intends to contribute other articles in the future on cometary catastrophism and the Great Serpent Mound of Ohio. We look forward to them! -- Ed.]

VISIT TO THE CRYPTOZOO

by J.L. Kelly

Welcome to the Cryptozoo! This month I will talk about Sea Monsters or Sea Serpents. This is a topic of great interest to me, as well as hundreds of others. Monsters in the sea have been spoken of since Man first looked out over an endless expanse of salt water. I have no doubt that the Phoenicians and other early masters of the sea had tales of monsters. The Ancient Greeks and Romans sure did.

But just what do I mean by the term *sea monster*? That is what *I* term any large, unknown water-dwelling animal that lives in salt water. This term would fit anything unusual in a sea, ocean, bay, gulf, etc., as well as in a tidal estuary, tide pool or on a beach. I would personally prefer to use the term *saltwater cryptid*. *Monster* is too negative and *serpent* is too specific. The terms "sea monster" and "sea serpent" are so deeply a part of our culture and language, though, that I feel we will never abandon them. I will use all of the terms.

As you may recall, in the last issue of *Elsewhen* the editor reprinted a pamphlet dealing with a major series of sightings that took place off the Massachusetts coast in 1817. This falls into the category of sea serpent, since the creature(s) involved had definite reptilian features. Sea monsters were known well before 1817, of course. From ancient texts to more recent logbooks we have a non-stop record of mysterious creatures being sighted at sea. Most of these encounters were harmless but there are a few stories in which the monster is reported to have taken lives, if not the whole ship. Indeed, up until not so very long ago, unexplained disappearances of ships were often blamed on either sea monsters or pirates.

Who hasn't seen an old map with the legend "here be monsters" inscribed in the unexplored areas. The problem here is that ignorance breeds fear; a fear of the unknown. Where nobody had ever been and/or where ships sailed and never returned, there had to be monsters. But was this just a fear of the unknown? Or is it more likely that someone, somewhere saw something so impressive that it passed on to the map makers of those superstitious days?

And then modern oceanography and marine biology explodes a myth! Namely, that of the Kraken. This terrible monster is part of Scandinavian culture. It appears that the proof of the existence of the giant squid neatly fit the centuries old description of the Kraken. But is there a convenient answer for the rest of the sea monsters?

Many people laugh when the subject of sea monsters is brought up. They look at you as if you're some superstitious idiot. Still, more people believe in there being something out there or down there than you might believe. Even some prominent scientists have not ruled out the existence of heretofore unknown sea creatures, possibly of quite large proportions. The seas are truly vast.

This subject has been popular in the media. Many books and magazine articles have been devoted to the subject. The topic was mentioned on the classic *In Search Of...* show, and on episodes of the more recent *Arthur C. Clarke's Mysterious World* and *Secrets & Mysteries*, for example.

Could prehistoric marine dinosaurs have survived in the seas while their land-dwelling cousins died out? Sharks, coelacanths, turtles, crocodiles, etc., survived from that ancient period. If they do still live, one will eventually be caught. Not very long ago a Japanese fishing vessel snagged the carcass of what appeared to be a sea serpent in the waters not far from New Zealand. Unfortunately, they were unable to preserve it because of advanced decay. But there are some compelling photographs of that catch...

MYSTERIOUS PLACES

Megalith Mysteries
by Kimberly Wajer

For hundreds of years the megaliths of the British Isles have attracted poets, scientists and searchers of all kinds. These fascinating stones, many weighing several tons apiece, stand in arrangements which often can only be the result of human effort. Stonehenge is easily the most famous of these, though they range throughout England, Scotland and Ireland. Some arrangements, such as the ones at Carnac, contain hundreds of stones each.

What was the purpose of these stones? Who built these great monuments and how did they accomplish it? The questions seem as old as the stones themselves. As to the means of the arrangements and construction, scientists believe they have found the methods the ancient builders used. By a combination of ropes, ramps and levers, they have succeeded in replacing fallen stones at some sites.

To answer who built the monuments is more difficult. Many say the stones are the work of Druids, however there is little known of these people. Others assert they may be monuments to honor some Briton king(s). Their sheer numbers seem to refute this. Some legends say they were built by giants or *are* giants turned to stone. Others say that "black-skinned men" moved the stones. It has been said some were built by the devil, Merlin or any number of others.

The purpose of these arrangements is uncertain. The most plausible current explanation is that they were observatories. This theory is borne out by the fact that many arrangements seem to be aligned as sights for the sun and moon at their maximum and minimum rises and sets, especially on the solstices and equinoxes. Was this alignment intentional? The vast number of stones so aligned seems to indicate so.

Other explanations range from monuments and religious meeting places, to great tomb markers and road marks for ancient travelers.

The mysteries of the megaliths have been with us for centuries. Archeologists give us possibilities but, until the day when we may perhaps be able to go back and talk to those people, they will remain with us.

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